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ABSTRACT

This teacher's guide gives directions, models, and illustrations for 24 games in art history, criticism, aesthetics, and art production. The games present specific art concepts and vocabulary based on clearly stated objectives and they can be adapted to a variety of lesson types. The goal of each activity is to encourage students to engage in problem solving and higher order thinking skills by considering and discussing art works. A list of term definitions, a bibliography, and a list of photo credits conclude the guide. (MM)

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